

SEGA®

DATA RECORDER  
**SR-1000**

Operation Manual

*This DATA Recorder has been developed for exclusive use on the SEGA personal computer  
MODEL SC-3000.*

*Before operating please read this manual thoroughly and retain for future reference.*

## PRECAUTIONS

- \* Care should be taken not to use or leave the SEGA Data Recorder at places exposed to direct sunlight for a long time or near a heating unit or places subjected to extremely high temperatures as, in a car with windows closed, etc., or very damp places. (Deformation, discoloration, and irregularities may occur if the above-mentioned care is not taken.)
- \* What is recorded by your tape recorder should not be utilized without the copyright holder's approval except in the case where it is for your own personal use.

## CONNECTION TO SEGA'S PERSONAL COMPUTER (MODEL SC-3000)

Make connection to the above SC-3000 as shown in Fig. 1 by using only the SEGA accessory cable.

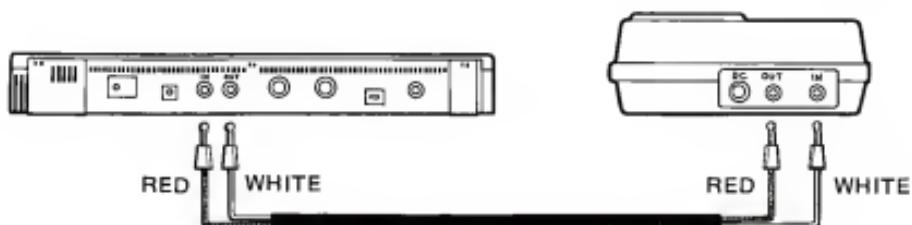


Fig. 1

## NAMES OF PARTS

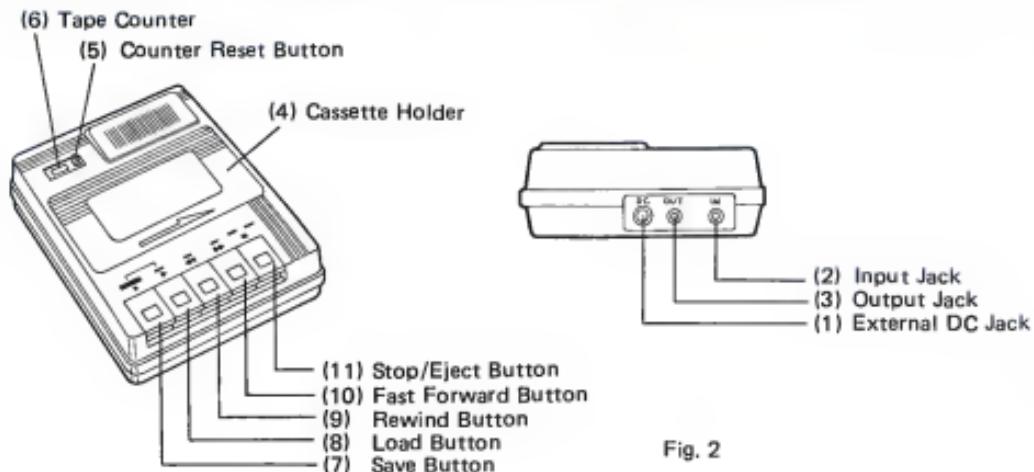


Fig. 2

## NAMES AND FUNCTIONS OF PARTS

### (1) EXTERNAL DC JACK.

Plug in DC adaptor cord here.

### (2) INPUT JACK

When **SAVEing** a computer program onto the tape, plug in the **WHITE** cord of the attached connection cord from the **SEGA Computer**.

### (3) OUTPUT JACK

When loading a program on tape into the computer, plug in the **RED** cord of the connection cord attached from the **SEGA Computer**.

### (4) CASSETTE HOLDER

### (5) COUNTER RESET BUTTON

Resets figures indicated on the tape counter to "000"

### (6) TAPE COUNTER

The tape position is shown in 3 digit figures.

When **SAVEing**, if you memorize the contents and tape counter figures, the desired tape position can be found easily when loading.

**(7) SAVE BUTTON**

This button has a "one-touch" recording function, so when **SAVEing**, if it is pressed, the **LOAD** Button also goes down at the same time.

**(8) LOAD BUTTON**

Press this button when loading.

**(9) REWIND BUTTON (REW)**

Press this button for rewinding the tape rapidly after stopping the movement of the tape by pressing the **STOP** Button (11).

**(10) FAST FORWARD BUTTON (FF)**

Press this button for fast forwarding of the tape after stopping the movement of the tape by pressing the **STOP** Button (11).

**(11) STOP/EJECT BUTTON**

When this button is pressed, the movement of the tape stops and the cassette holder opens when the button is pressed again.

**\*\* POWER CONNECTION \*\***

For the power connection, be sure to use the adapter attached. When not in use, make sure that the AC adapter is disconnected from the socket outlet.

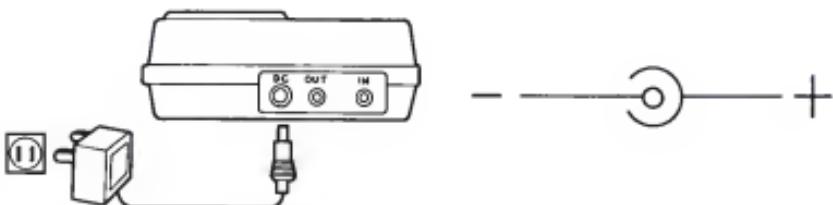


Fig. 3

## HOW TO SAVE A PROGRAM

First, make sure that you have read the SAVE Command paragraph command in the BASIC TEXT attached to the SEGA SC-3000.

1. Insert the cassette with the tape facing toward you and the side on which the program is to be SAVEd turned upwards.

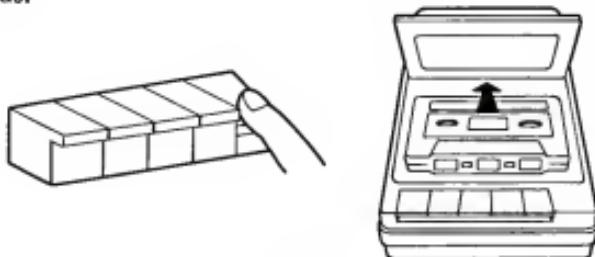


Fig. 4

2. Press the SAVE Button (7) once. (At this time, the tape turns very slightly.)
3. Run SC-3000 SAVE Command.
4. When data transfer from SC-3000 starts, monitor sound is produced and the movement of the tape starts automatically (it takes about 10 seconds to begin data transfer).
5. When data saving from the SC-3000 is finished, the movement of the tape stops automatically.
6. When the movement of the tape stops and SC-3000 becomes READY, press STOP Button (11).

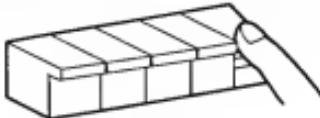


Fig. 5

- \* After program SAVEing, be sure to VERIFY (this refers to the verification program in the personal computer and the program SAVEed onto the cassette tape).

## HOW TO VERIFY A PROGRAM

First, make sure that you have read the VERIFY Command paragraph in the BASIC TEXT attached with the SEGA SC-3000.

1. Insert the cassette with the tape facing toward you and with the side on which the program is to be verified turned upwards.
2. Rewind the tape to the original position of the program you want to verify.

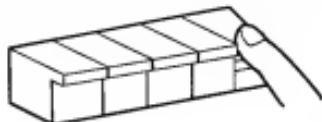


Fig. 6



3. Run VERIFY Command.
4. Press the LOAD Button.
5. When VERIFY is finished and SC-3000 becomes READY, press the STOP Button (11).

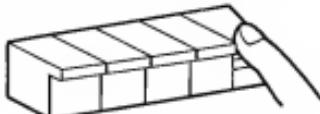


Fig. 7

#### TO LOAD A PROGRAM

First, read the SC-3000.

## BASIC TEXT attached with the SEGA Computer

1. Press the EJECT Button (11) to open the cassette holder and insert the cassette with the tape facing towards you and with the side the program is to be loaded turned upwards.
2. Rewind the tape to the original position of the program you want to load.

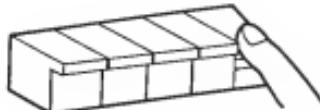


Fig. 8

3. Run SC-3000 LOAD Command.
4. Press LOAD Button.
5. When LOADING is finished and the SC-3000 becomes READY, press the STOP Button (11).

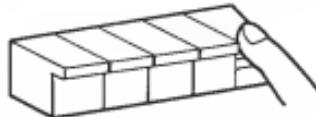


Fig. 9

## PRECAUTIONS

- Before inserting the cassette tape into the tape recorder, make sure that the tape in the cassette is not slack to avoid the tape breaking or tangling. Correct the slack tape by using a pencil, etc., as shown in Fig. 10.



Fig. 10

- \* C-120, a long time playing tape is liable to deform and elongate and is not suitable for recording digital signals, so do not use it for such a purpose.

## \*\*\* AUTOMATIC SHUTOFF MECHANISM \*\*\*

- The SEGA Data Recorder has an automatic shutoff mechanism. When tape rewinding is completely finished as in a **SAVEed** or **LOADed** condition, the movement of the tape automatically stops and the operation button returns to its original up position. The operation button does not go up even when tape rewinding is finished as in fast forward (FF) and rewind (REW) conditions, so be sure to press the **STOP** button (11).

### \*\*\* FOR YOUR INFORMATION \*\*\*

To avoid erasure of valuable recording:

If you want to keep the recording on the tape, take off the little tab on the left side of A or B sides as applicable.

If you want to record something else on this tape, stick a piece of cellophane tape, etc., on the place where the tab was.

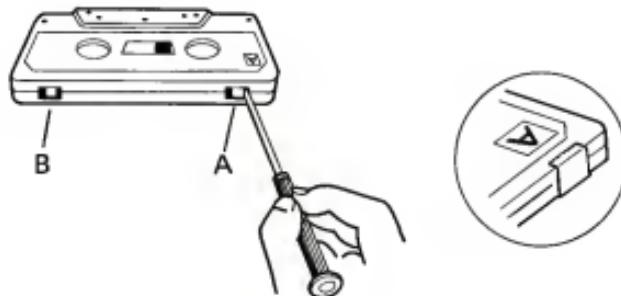


Fig. 11

### TO CLEAN HEADS/CAPSTAN/PINCH ROLLER

These parts easily collect dust by coming into direct contact with the tape, which results in incorrect loading and saving. After long use, these parts should be thoroughly cleaned.

#### TO CLEAN

1. Open the cassette holder by pressing the STOP/EJECT Button (11) and remove the cassette.

2. PUSH LOAD BUTTON.
3. Carefully clean surfaces which come into contact with the tape by using a cotton swab or gauze containing a small amount of alcohol.

To clean cabinet stain, use a soft cloth dipped in chemical detergent liquid.

Absolutely do not use thinner, benzene, alcohol, etc.

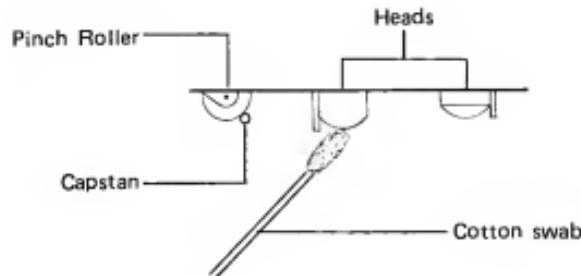


Fig. 12

#### STANDARD SPECIFICATIONS

Circuit System:	2 track monoral
Tape speed:	4.75 cm/sec.
Recording System:	DC biasing
Erasing System:	DC erasure
Wow Flutter:	0.35% Max.
Power Source:	DC-6V 300 mA
Profile Dimensions:	132 x 17 x 45
Accessories:	Connector cable Instruction manual

# SEGA®

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